ROBERTSON'S CHEAP SERIES

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THE RULES OF CURLING

As Played under the auspices of the Ontario Branch of the Royal Caledonian Curling Club.

THE RINK AND THE POINT GAME.

COMPLETE.

TORONTO:
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1879

RULES OF CURLING

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RULES OF CURLING.

1. The length of the Rink played shall be forty-two yards. (Alterations as to length of Rink are provided for in Section 17). The Tees shall be put down thirty-eight yards apart. In a continued straight line with the Tees, and four yards distant from each, a circle, eighteen inches in diameter, shall be drawn on the left hand side of said line (looking in the direction to be placed), and its edge just touching it. Within this circle, whether standing on the Ice, or on any rest, support, or abutment whatsoever, permitted by the rules, each player, when playing his stone, shall place his right foot, and his left foot on the left hand side of the central line. (The circle to be on the opposite side of the line if the player be left-handed). When a hack or hatch in the ice is used, it must be behind the circle above described, and not of greater length than 14 inches, measuring from the central line.

A circle of seven feet radius to be described from each Tee as a centre, and every stone to count which when at rest is not without this circle. A line shall be drawn at right angles to the Rink outside of circle, and any stone passing this line shall be removed from the Ice. The Hog-score to be distant from each Tee one-sixth part of the length of the whole Rink played on. Every stone to be Hog which does not clear this score; but no stone to be such which has struck another lying over the Hog-score. A line shall be drawn on the Ice, at right angles to the Rink, half-way betwixt the Tees, which shall be called 'The Middle Line.' No stone to be held as out with a circle or over a line, unless when at rest it is clear of such circle or line; this to be ascertained by placing a square on the ice at that part of the circle or line nearest the stone.

2. All matches to be a certain number of heads, to be agreed on by the Clubs, or fixed by the Umpire, before commencement; or otherwise, by time, or shots, if mutually agreed on. In the event of parties being equal at the conclusion of the Match, play shall be continued by all the Rinks engaged for another head; or, if necessary to decide the Match, for such additional heads as the Umpire shall direct.

3. Every Rink to be composed of four players a side, each using two stones. The rotation of play observed during the first head of a Match shall not be changed.

4. The Skips opposing each other shall settle by lot, or in any other way they may agree upon, which party shall lead at the first head, after which the winning party shall do so.

5. All Curling Stones shall be of a circular shape. No stone, including handle, shall be of a greater weight than 50lbs. imperial, or of greater circumference than 36 inches, or of less height than one-eighth part of its greatest circumference.

6. No Stone, or side of a Stone, shall be changed after a Match has been begun, or during its continuance, unless with consent of the opponents.

7. Should a Stone happen to be broken, the largest fragment shall be considered in the game for that end—the player being entitled to use another stone, or another pair, during the remainder of the Game.

8. If a played Stone rolls over, or stops on its side or top, it shall be put off the Ice. Should the handle quit the Stone in delivery, the player must keep hold of it, otherwise he shall not be entitled to replay the shot.

9. Players, during the course of each end, to be arranged along the sides, but well off the Rink, as the Skips may direct; and no party, except when sweeping according to rule, shall go upon the middle of the Rink or cross it, under any pretence whatever. Skips alone to stand at or about the Tee—the Skip of the playing party to have the choice of place, and not to be obstructed by the other, in front of the Tee while behind it the privileges of both, in regard to sweeping, shall be equal.

10. Every player to be ready to play when

NOTE.—A slight alteration in the construction of the Rink has recently been authorized by the Royal Caledonian Curling Club. The Tees to be set down thirty-nine and a half yards apart, and the Hacks two feet behind the 'seven feet radius' Circle. This construction of the Rink may be used by the Ontario Clubs, by mutual consent of opposing Skips in any match. But the Ontario Branch Club, adhere to the old plan of Rink.

his turn comes, and not to take more than a reasonable time to play. Should he play a wrong Stone, any of the players may stop it while running; but if not stopped till at rest, the Stone which ought to have been played shall be placed in its stead, to the satisfaction of the opposing Skip.

11. If a player should play out of turn, the Stone so played may be stopped in its progress, and returned to the player. Should the mistake not be discovered till the Stone be at rest, or has struck another Stone, the opposite Skip shall have the option of adding one to his score, allowing the game to proceed, or of declaring the end null and void. And if a stone be played before the mistake has been discovered, the Head must be finished as if it had been properly played from the beginning.

12. The sweeping shall be under the direction and control of the Skips. The players' party may sweep the Ice from the middle line to the Tee, and any of their own Stones when set in motion,—the adverse party have liberty only to sweep in front of any of their own Stones which have been set in motion by a Stone played by the opposite party. Both Skips have equal right to clean and sweep the ice behind the Tee at any time, except when a player is being directed by his Skip. At the end of any head, either of the Skips may call upon the whole players to clean and sweep the entire rink, but being subject in this, if objected to, to the control of the acting Umpire. The sweeping shall always be to a side; and no sweepings shall be either moved forward or left in front of a running Stone. When snow is falling the player's party may sweep the Stones of their own side from Tee to Tee.

13. If, in sweeping or otherwise, a running Stone be marred by any of the party to which it belongs, it may, in the option of the opposite Skip, be put off the Ice; but if by any of the adverse party, it may be placed where the Skip of the party to which it belongs shall direct. If marred by any other means, the player shall replay the Stone. Should any played Stone be displaced before the head is reckoned, it shall be placed as near as possible where it lay, to the satisfaction of, or by, the Skip opposed to the party displacing. If displaced by any neutral party, both Skips to agree upon the position to which it is to be returned; but should they not agree, the Umpire to decide.

14. No measuring of shots allowable previous to the termination of the end. Disputed shots to be determined by the Skips, or, if they disagree, by the Umpire; or, when there is no Umpire, by some neutral person chosen by the Skips. All measurements to be taken from the Centre of the Tee, to that part of the stone which is nearest it.

15. Skips shall have the exclusive regulation and direction of the Game for their respective parties, and may play last Stone, or in what part of it they please. When their turn to play comes, they may name one of their party to act as Skip for them, but are not entitled to change their position in Game when once fixed.

16. If any player engaged, or belonging to either of the competing Clubs, shall speak to, taunt, or interrupt another, not being of his own party, while in the act of delivering his Stone, one shot may be added to the score of the party so interrupted, for each interruption, and the play proceed.

17. If from any change of weather after a Match has been begun, or from any other reasonable cause, one party shall desire to shorten the Rink, or to change to another; and if the two Skips cannot agree, the Umpire shall after seeing one end played, determine whether the Rink shall be shortened, and how much, or whether it shall be changed, and his decision shall be final. Should there be no acting Umpire, or should he be otherwise engaged, the two Skips may call in a neutral Curler to decide, whose powers shall be equally extensive with those of the Umpire, moreover, shall, in the event of the ice being in his opinion dangerous, stop the Match. He shall postpone it, even if begun, when, in his opinion, the state of the ice is not fitted for testing the curling skill of the players; and except in very special circumstances, of which the Umpire shall be judge, a Match shall not proceed, or be continued, when a thaw has fairly set in, or when snow is falling and likely to continue during the Match. Nor shall it be continued when such darkness comes on as prevents (in the opinion of the Umpire) the played Stones being well seen by players at the other end of the Rink. In every case the Match, when renewed, must be begun *de novo*.

RULES OF THE POINT GAME.

1st. Each Competitor shall draw lots for the rotation of play, and keep that order throughout; he shall use two Stones (unless the majority of players prefer one Stone each), and play them the one immediately after the other; he shall not, during the competition, change the side of a stone, nor the Stone itself unless it happens to be broken.

2nd. The length of the Rink between the Tees not to exceed 42, nor to be less than 32

yards; the intermediate distance to be determined by the Umpire.

3rd. A circle, 8 feet in diameter, shall be drawn round the Tee, and a central line or score between the Tees, to a distance of 20 feet from the further Tee.

4th. Every competitor to play four shots at each of the eight following points of the game, viz. :—Striking, Inwicking, Drawing Guarding, Chap and Lie, Wick and Curl In, Raising, and Chipping the Winner, according to the following definitions :—

A, STRIKING.—A Stone placed on the Tee to be struck out of the Circle.

B, INWICKING.—One Stone is placed upon the Tee, and another with its inner edge two feet distant from the Tee, and its fore-edge on a line drawn from the Tee at an angle of 45° with the central line (in two of the chances the stone to lie on the opposite side of the central line from what it is on in the other two); the played Stone must hit the latter and perceptibly move the former.

C, DRAWING.—The Stone played to lie within or on the Circle.

D, GUARDING.—The Stone played to rest on the Central line; to be over the Hog; but must not touch the Stone to be guarded.

E, CHAP AND LIE.—A Stone placed on the Tee must be struck out of the Circle; the Stone played to lie within or on it.

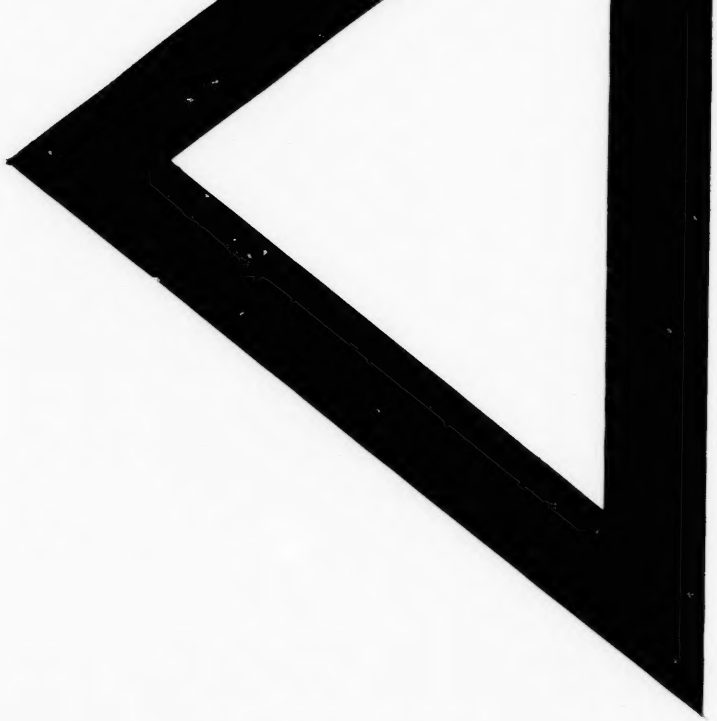
F, WICK AND CURL IN.—A Stone to be placed with its inner edge 7 feet distant from the Tee, and its fore-edge on a line making an angle of 45 degrees with the Central line (in two chanches the Stone to be on the left, and in the other two on the right hand); the Stone played to hit this Stone, and rest on or within the Circle.

G, RAISING. A Stone placed with its centre on the Centeal line, and its inner edge 7 feet distant from the Tee, to be struck into or on the Circle.

H. CHIPPING THE WINNER.—A stone to be placed on the Tee and another with its inner edge 10 feet distance, just touching the Central line, and halt guarding the one on the Tee; the Stone played to pass without touching the guard, and perceptibly move the other.

5th No stone shall be considered without a Circle unless it is entirely clear of that Circle, nor shall a Stone be considered over a line unless it has crossed and entirely cleared it :—in every case this is to beascertained by a square place on the ice. Each successful shot shall count one, whatever be the point played at.

6th. In the event of two or more competitors gaining the same number of shots at outwicking; that is, a Stone, placed within its inner edge 4 feet distant from the Tee, and its centre on a line making an angle of 35° with the centre line, is to be struck within the circle. If the competiton cannot be decided by these shots, the Umpire may order two to be played at one or more of the preceding points.

NOTE.— These rules obtain in matches for Royal Caledonian Club medals, but in pivate matches are subject to the agreement,

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